
Title: The Knights of Sosaria

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One night during the
Jou'nar occupation, I
was traveling alone
looking to make some
gold and keep my
fighting skills honed.
I decided to battle the
undead outside the
fallen city of
Trinsic. I grabbed my
silver longsword, some
reagents, and recalled
to the forest just
outside the city gate.

I was alone this
evening because no one
from my guild was
around, nor had they
been around in weeks.
I figured that as long
as I was careful and
kept myself away
from the lich lords, I
would be within my
fighting abilities. I
found myself in the
thick trees,
immediately armed
my heater and sword,
and began slashing at a
mummy. With the
extra power of the
silver weapon, I could
take these undead, I
told myself. And so I
moved around fighting
bone knights and
mummies while
avoiding the lich lords.
As the monsters grew
thin, and Jou'nar was
slow to draw up more
undead from the
ground, I moved to the
road.

As I traveled north, I

found some more
mummies to dispatch.
Around a bend in the
road, I came a running
and ran right into a
powerful dragon. The
impact knocked me
back so hard I almost
fell to the ground. I
also saw a group of
people there, maybe
six of them. Not
wanting to intrude on
their hunting area, I
turned around and
headed back down the
road. A few more bone
knights came charging
in front of me, and I
made quick work of
them. Then one of the
people from the group
I ran into hailed me.

"Halas, where is your
guild tonight?" the
man named Zappa
inquired.

"Well, they are not
around.." I explained.
This reminded me
why I had been
unhappy with my
guild lately.

"Then you can hunt
with us tonight... And
later we usually go
back to the tavern for
a drink. You are
welcome to join us,"
Zappa replied.

I thought to myself:
hunt with us, ale,
tavern... I am always
happy to hunt with
others and have never
been known to turn
down a drink.

So we hunted together
that night. I melee
fought a lich lord
while Zappa
skillfully applied
bandages to me and

others pounded away
on the beast. I asked
Zappa about the tavern
they would go to when
done as we stood
around waiting for
more undead to rise
from the ground. He
told me of the
Wandering Wisp
Tavern and its
connection to KOS.

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This was my first
encounter with the
Knights of Sosaria.
After meeting some
more of their
members at the Wisp,
I knew this guild was
where I belonged.
Within the next few
days I left my old
guild and became a
squire to KOS member
Gwendolyn. I have
been more than
satisfied ever since.

Now, I am in charge
of recruiting for KOS.
But do not worry, if
you wish to join this
fine guild, I will not
require that you run
through packs of
undead by yourself
just hoping to stumble
across us. We are
currently taking all
types of people,
regardless of skills or
abilities.

We are a roleplaying
guild who follows the
eight Virtues. KOS
founded the
player-run town of
Elysium and is
strongly linked with
the Trinsic Council of
Honor, as well as some
of the other Town
Councils. In our newly
decorated castle in
Trammel, we have an

extensive rune
library for public
use.

If this sounds like a
guild you might be
interested in, visit our
web tome from the
link below to learn
more. On the bottom
left of our web page is
a link to our
application. Simply
fill it out, and email to
the name provided.

[http://knightsofsosa
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-Halas
Defender, KOS